LEAGUE TRAINING MANUAL

TEEN
T
CONTENT RATED BY ESRB

LUCAS Arts

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

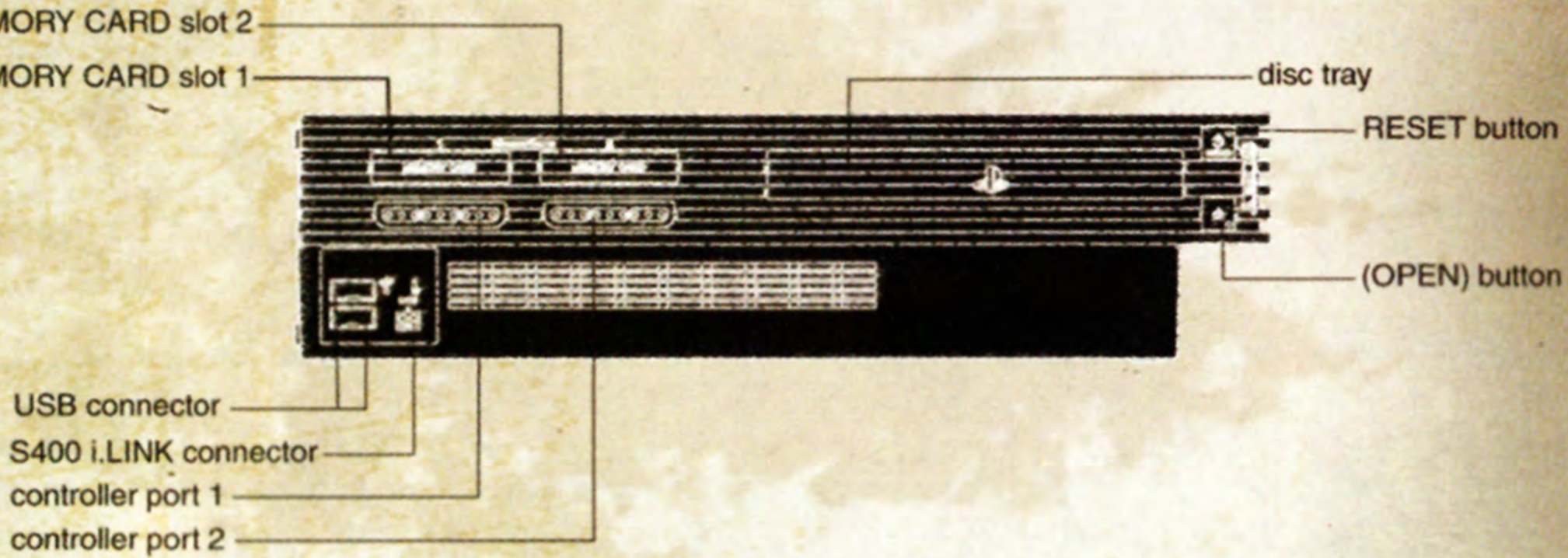
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

Getting Started	02
Default Controls	03
Preparing to Play	05
Back Story	06
Heroes	07
World Map	10
Battle Interface	14
Skills	18
Swing Meters	19
Affinity Attacks	20
Abilities	22
School	22
Gladiator Classes	25
Items	26
League Office	27
Shop	31
Gameplay Icons	32
Multiplayer	33
Credits	36
How to Contact LucasArts	39
Software License and Limited Warranty	40

GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Gladius™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the onscreen instructions and refer to this manual for information on using the software.

DEFAULT CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

WORLD MODE

■ button:	Press to view info about your school.
▲ button:	Press to rest (only at night).
✖ button:	Press to enter a town or talk to an NPC.
left analog stick:	Press to move your character.

SCHOOL MODE

● button:	When viewing info about your school, press to return to World Map.
✖ button:	Select category.
directional buttons/ left analog stick:	Press ▲ or ▼ to choose category.
right analog stick:	Press ◀ or ▶ to rotate your character, or press ▲ or ▼ to zoom in or out.
L1 and R1 buttons:	Press to scroll through gladiators.

BATTLE MODE

■ button:	Used during some Swing Meter attacks; or before initiating combat, place cursor over any gladiator and press to view character-related information.
▲ button:	Used during some Swing Meter attacks; or before initiating combat, press to see a description of the selected skill.
● button:	Used during some Swing Meter attacks or to cancel an action.
✖ button:	Used during some Swing Meter attacks, to initiate an attack, and to activate or accept an action.
left analog stick:	Move battle cursor.
light analog stick:	Rotate and zoom camera.
directional buttons:	Press to select a skill from the Skill Selection bar or to scroll between status effects when viewing character-related information.
L1 button:	Press to view complete list of battle commands. When viewing character-related information, press to cycle through innate skills, item statuses and status effects.
L2 button:	Press to view combat initiative stack. When viewing character-related information, press to cycle through innate skills, item statuses and status effects.
R1 button:	Press to view your character's line of site during battle.
R2 button:	Press to alter the path/line that your gladiator takes in battle.
START button:	Pause game.
SELECT button:	Same functionality as the ● button.

PREPARING TO PLAY

GLADIUS
PRESS START BUTTON
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MAIN MENU

MAIN MENU

Press the START button at the Title screen to access the Main Menu and these options:

NEW GAME

Select to begin a new adventure.

LOAD GAME

Select to load a previously saved game.

OPTIONS

Select to increase or decrease the Effects/Music Volume and the Voice Volume, to turn Vibration and Subtitles on/off, or to Show/Hide the Combo Meter. ☛ **NOTE:** Hiding the Combo Meter enables you to play Gladius like a traditional role-playing game where you select the actions you want to make and they are automatically performed for you on the battle-field. You can Hide the meter at anytime, except in battle.

VERSUS

Select to pit your school against another player's school in a single battle. See Multiplayer on page 33 for more information regarding the Versus mode. ☛ **NOTE:** You must progress to Chapter Two in the single-player mode to unlock Versus.

Game Save

To save your progress you must have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 or MEMORY CARD slot 2. Once your memory card is in place, press the START button at either the Town screen or at the World Map screen. At the Pause menu, press the left analog stick or directional buttons ▼ to select Save Game. You must have 363KB of free space to save your game.

BACK STORY

The bloody conflict between the lands of Nordagh and Imperia, known simply as the Great War, gave rise to a vengeful Dark God, which nearly destroyed all of mankind. Decades later, the horror of the Great War has passed and now an uneasy peace has settled over the lands of Gladius.

Combat across all lands is confined to the gladiator arenas. Schools of warriors from surrounding regions train rigorously in local leagues hoping for the opportunity to compete in front of the Emperor himself at the High Tournaments — the ultimate showcase for a school of gladiators.

The story of Gladius starts just as two schools begin the pursuit of the Championship. It follows the epic saga of two young heroes: Ursula, the daughter of the barbarian king from the land of Nordagh; and Valens, the son of Imperia's greatest gladiator. Become one of these characters and embark upon a spectacular and brutal journey to fulfill their destinies to keep the world from heading into another disastrous war.

HEROES

URSULA

The daughter of the barbarian king of Nordagh, Ursula possesses mysterious magical powers that nobody in her family can explain. Because of this her father has kept Ursula sheltered in his castle most of her young life. But she is a free spirit who longs to see the world. This, along with her strong desire to prove herself to her over-protective brother Urlan, is what drives Ursula to compete in the gladiator games. But her destiny will pull her towards something much greater.

VALENS

Growing up in Imperia with prominent parents allowed Valens to become a well-rounded young man. He is educated in literature and the arts and is also a very talented warrior. But when his father Munio (the greatest gladiator in Imperia) is murdered, the land's most triumphant school is sent into disarray. Valens, along with help from his childhood friend Ludo, vows to return the school to its former greatness. But along the way he finds that following in his father's footsteps requires much more than just running a successful gladiator school.

SUPPORTING CAST

LUDO

Growing up beside Valens allowed Ludo to enjoy the finest education in both the art of battle and more intellectual pursuits. Ludo is a fiery warrior who fights with passion and always speaks his mind, which often leads him into trouble.

URLAN

Ursula's twin brother and a strong and powerful barbarian prince, Urlan's main duty is to keep his sister safe. Unlike Ursula, he is content to remain in Nordagh and follow the path that their father has laid out before them.

EIJI

Eiji is a mercenary for hire who roams the Windward Steppes looking for work. A cunning archer and a clever manipulator, she can always find a job, but her smooth talking can get her in over her head.

GWAZI

A large, hulking warrior from a mysterious land, and a man of few words, Gwazi is an enigmatic character. His strength and ferocity in battle make him a valuable ally.

USUS

Wise, well-educated and worldly, Usus has years of experience in the gladiator games. He is often coarse in his language but cares deeply about training gladiators and helping them reach their potential.

KING ORIN II

King Orin II is the strong leader of Nordagh. He is deeply concerned for the welfare of his daughter, Ursula, who's destiny he keeps a secret from her. He has charged his only son and heir Urlan to protect her.

MUTUUS

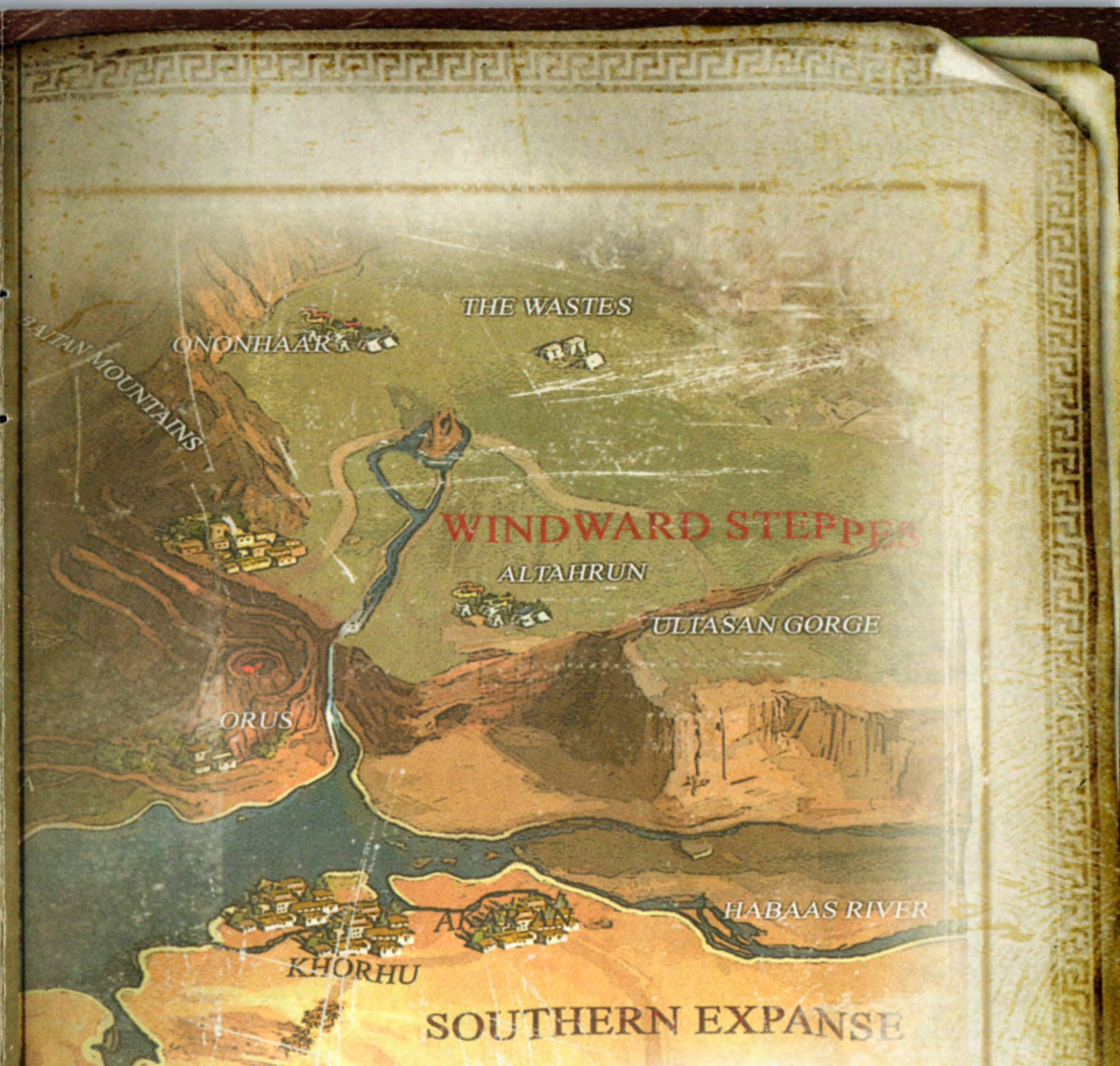
A righteous, proud, and nationalistic Imperial, Mutuus may be getting older but he still acts like he is in the prime of his life. A contemporary of Valens' father Munio, Mutuus is a successful warrior in his own right.

NYPHELIA

Mystery surrounds the powerful sorceress Nyphelia. Her magical powers maybe renown, but her intentions are hidden.

GENERAL MECHANICS, RANDOM ENCOUNTERS AND NPCS

When not involved in an arena battle, your school will travel from town to town and region to region using the World Map. However, the land of Gladius is not always safe, and much can happen along the way. As you venture along the path, your school may meet up with non-player characters, or NPCs, who you can talk to and learn about the various comings and goings of people in the region. Some NPCs may even present you side quests or offer to sell you items at a special price. Your school may even engage random encounters in the wilder regions. Unlike the arenas, these battles could result in the permanent death of characters in your school. Fortunately, it's possible to back out of such encounters.



TALISMAN OF TRAVEL

Before your school can move between regions, you will have to win a Talisman of Travel. To win these special talismans, your school must be victorious in the Region League Tournament for each land (see **Tournaments**, page 28, for more information).

THE REGIONS OF GLADIUS

Imperia

Imperia, the central land in Gladius, extends across the fertile central valley to the golden coast of the Aeonis Sea. During the expansion years, Imperia used its large standing army and strong agricultural economy to become the leading government and culture.

The conquering power of Imperia remained unchallenged by all lands except one, Nordagh. This land from the north fought Imperia to a standstill during the Great War. During the peaceful time since the war, Imperia re-instituted the national gladiator games. Now, the great military strength of Imperia is put to use as entertainment.

Nordagh

Home of the mighty Barbarians, Nordagh is harsh and rugged, filled with deep forests and snow covered mountains. The culture of the Barbarians has a deep history of magic, and it is also rumored that some warriors from this kingdom have been granted strange powers.

Nordagh's involvement in the gladiator games has been increasing in recent years, as the people of Nordagh and Imperia become more comfortable with their "peaceful" co-extence. But a simmering antagonism still exists for many northerners who wait for the day that Imperia will return to its violent past.

Windward Steppes

The barren and seemingly endless plains of the Windward Steppes were virtually uninhabited for many years, but that changed when a handful of adventurers carved trails through the imposing Baitan Mountains. This finally opened the rest of the lands to the massive plateau of the Windward Steppes. Unlike Nordagh and Imperia, however, the Steppes never became densely populated; instead, its citizens live in traveling tented communities. Only adventure seekers and expertly trained gladiator schools spend their time wandering through these plains.

Southern Expanse

Across the sea to the south of Imperia is the dry, arid land of the Southern Expanse, where sparkling cities adorn its coastline. Not much is known about this desert region, but it is rumored to be a source of dark magic.

Even after the Great War, Imperia's presence is still felt in the Southern Expanse, as the land's history has been forever altered. The grand architecture and mystique of the major cities have never been fully restored, and now there are fewer heavily populated areas as many chose to abandon the cities in fear of another Imperial attack.

BATTLE – INTERFACE

1. Target Reticle
2. Enemies Within Range
3. Health Bar/ Health Points
4. Shield Points
5. Defensive Affinity Bar
6. Skill Points
7. Offensive Affinity Bar
8. Status Effects
9. Character Arrows
10. Skills Selection Bar

BASIC FIGHTING MECHANICS

Gladius is a turn-based role-playing game (RPG), which includes the element of movement in a 3D world during battle. The game uses an interleaved system of turns, which allows for multiple characters to move at once, after orders have been given to those characters. It speeds up non-combat movement during battles, keeping the focus on attacking and using various hit meters.

MOVING

Characters are free to maneuver around the arena during battle. When moving the cursor, the movement arrow is separated into two different colors (white and gray). The first section of the arrow (white) designates how far a character can move without being interrupted by another gladiator. The second section of the movement arrow (gray) shows the completion of movement if it continues uninterrupted. After the character's interleaved turn is finished, the remaining arrow (if any) turns blue, which gives the player the chance to change the move or continue on. Be cautious: your planned movements may be interrupted or blocked by opponents during their turns.

TARGETING

The orange targeting cursor has many different uses in Gladius. First, as a player moves it around the arena, the cursor gives views of the opposition's formation. Players can select any unit in the arena with the cursor, and then press the ■ button to get information on that unit, including hit points, skill points, status effects and more. At the beginning of a character's turn any opponent within attack range of the move-to-attack skill will have an orange cursor around them.

As players scroll through skills, shadow squares may appear on the ground to inform the player of that skill's effective range. The selected skill can be performed on any character or object with a orange target underneath them. Now an attack can be made. Also, if you're performing a ranged attack with an Archer, Peltast or Gungnir and don't see the orange target appear underneath the enemy, this means there is something obstructing the gladiator's view. Press the **R1** button to toggle a line-of-sight indicator to see what is blocking their way. ☛ **NOTE:** There are also defensive skills and other skills that require players to target themselves.

ATTACKING

Once an opponent is within move-to-attack range or two characters are in adjoining squares, combat may begin. Every character in Gladius has a standard move-to-attack skill that does basic melee damage. To use one of a variety of melee attack skills, two characters must be in adjoining squares when the turn begins. ☛ **NOTE:** There are several kinds of attack skills that do not require characters to be in adjoining squares. Distance attacks using bows, spears, and magical spells have a range of attack, so an opponent can be attacked as long as they are within attack range.

ACCURACY

After selecting an attack method and highlighting an enemy with the targeting reticle, an Accuracy icon will appear above the enemy's head. The number inside the icon indicates your gladiator's chance of hitting the enemy using your selected attack. To the left of the icon is the enemy's health bar, which is on top, and their defense Affinity bar, which is underneath that. The health bar flashes to

indicate how much damage is inflicted after you land a successful hit. The defense Affinity bar flashes to indicate how much defensive Affinity the enemy will gain. However, if you are attacking the enemy with a weapon that is powered by the same Affinity as the enemy's defensive item(s), the bar will flash to indicate how much defensive Affinity you will take away from the enemy.

SKILL SELECTION

At the bottom right of the screen is the Skill Selection bar. Players can navigate through the icons that separate the skills into different types. Or, press the L1 button to see a list of all skills of the selected type, and then press the directional buttons to select the chosen skill. Skills will be discussed in greater depth in the next section. For now it is important to know that there are many different kinds of attacks that gladiators can perform, and each one of these is a skill.

FACING AND ENGAGING

It is important to remember the advantages and disadvantages of characters engaged in combat. Two gladiators standing in adjoining squares that have attacked or defended one another in a previous turn are engaged. The character will take a different stance once engaged. This means that if a character is attacked from the side or rear, they will receive extra damage. If multiple opponents surround a character, it is a good idea to move the surrounded character out of harm's way. Otherwise, that character may receive extra damage from the side or back from the gladiators that are not engaged. ☛ **NOTE:** Some characters have innate abilities that allow themselves to always face their attacker.

FACING AND ENGAING

CROWD METER

Any gladiator combat that takes place in an arena will be affected by the crowd's enjoyment. Each school taking part in a battle has a crowd meter that appears on the edges of the screen after each gladiator's turn is com-

plete. The meter is color-coded to indicate the gladiator's school, and it also matches the small arrow above each gladiator's head. Depending on which arena you are battling in, different battle tactics and different gladiators will receive a variety of responses from the crowd. Positive crowd reactions can give a school a variety of boosts during battle. From better accuracy to increased movement, schools that win over the crowd will have a much better chance of winning the battle.

TERRAIN MODIFIERS

TERRAIN MODIFIERS

Another important aspect of combat are terrain advantages. Players must navigate many different kinds of obstructions in arenas that may hinder or even help them in combat. The simplest objects prevent players from moving through squares or landing ranged attacks. Other objects allow players to stand on them, giving them sight advantages if using ranged attacks or bonuses to damage when using melee attacks. When an attacking player is standing higher than his target, he will receive a substantial bonus to his attack. Conversely, if a player attacks an opponent who stands on higher ground, the strike will be weaker. It is important to keep this in mind throughout a battle and avoid falling prey to terrain disadvantages. ☛ **NOTE:** Having too great a height difference will prevent you from attacking at all.

BATTLE OBJECTIVES

Players will encounter several battle types throughout the gladiator games. Each arena hosts a variety of battles that best reflect the region and its people. Standard arena combat consists of two schools trying to defeat all the members of an opposing school. Other battle objectives include timed battles where teams are required to score the most points of damage or break the most barrels, as well King of the Hill matches where the object is to remain standing on the highest point of the arena for the longest time. There are also Rival Nations contests where teams

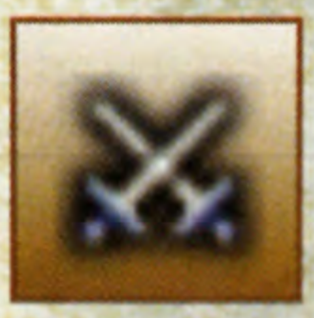
compete to destroy an opponent's statue while they in turn must protect their own. At times there will even be treasure chests filled with valuable items littered throughout the arena. As you delve deeper into the gladiator games, even more battle types will be revealed. ☛ **NOTE**: Before battle, be sure to heed the League Officer's advice when they provide tips on how to win.

SKILLS

Skills are actions or innate abilities used on the battlefield that provide permanent bonuses or advantages. As gladiators fight they gain Job Points that are later used to purchase new skills. There are more skills available to each class than can ever be purchased in one career, creating a tremendous amount of variety. All told, there are over 1,000 skills in Gladius. An icon in the Skill Selection bar designates each skill, and they are broken down into the following types:

Attack:
General melee skills that focus on physical damage.

Affinity:
Skills that focus on tapping into the power of the Affinity gods to boost the power of attacks.



Combo:
Dynamic skills available to all classes that enable characters to land multiple strikes. Proper execution requires players to enter specific button combinations.

Innate
Once purchased, these skills are never directly triggered by the player, but rather happen automatically depending on the skills' intended uses. Innate skills are available for both attack and defense.

Special:
These contain magical spells, songs and unique other worldly skills.

SKILL POINTS

Skill points regulate skill selection. Every gladiator starts a battle with five skill points, which are represented by the diamonds in the center of the gladiator battle interface. If a gladiator uses an active skill during battle, they use a certain number of skill points. Most attack skills have a cost, which generally increases with the power, range and accuracy of the skill.

Gladiators earn one SP at each turn, which can be used immediately to activate less powerful skills or saved to activate more powerful skills. It is important to keep a variety of attack skills active for each character, so no matter how many skill points a character has they are able to use an attack skill.

INITIATIVE STACK

By holding down the L2 button during a character's turn, you can view the initiative stack, which shows the upcoming order of turns for all gladiators on the battlefield.

INITIATIVE STACK

STATUS EFFECTS

Many skills have status effects that alter a gladiator's attributes. Status effects can be either positive or negative, and they can be inflicted upon opponents, teammates or one's self. Positive status effects can increase the damage a gladiator deals with each attack or increase their defense. Negative status effects can include reducing movement, lowering accuracy, poisoning, bleeding and many others. Status effects usually last for a limited time. To check for status effects on characters, target them and press the ■ button. A green icon with a plus sign (+) means one or more positive status effects are currently affecting that character, while a red icon with a minus sign (–) means one or more negative status effects are currently affecting that character. These icons also appear above the skill points during a character's turn.

SWING METERS

A swing meter is a mechanism by which you can influence the success and power of the various attacks attempted during battle. Swing meters come in many varieties and may require multiple button presses for success. These meters allow you to have better control of your gladiator's actions and the amount of damage they deliver with each attack, instead of his or her fate being determined by a random roll of the dice. ☛ **NOTE:** If you prefer, you can play Gladius without using swing meters by turning this function off in the Options screen from the Main Menu.

HIT METER

For every strike attack or move-to-attack there is the standard meter, which is represented by a long horizontal bar with a yellow area running most of its length. At the very end of the bar is a red area, or critical zone, and just beyond that a blue area. After a brief countdown, a vertical bar, or icon, will begin to move along the hori-

zontal bar. To deliver a hit, press the ✖ button to stop the icon from moving. Stopping the icon in the yellow area delivers a standard attack. Stopping in the red area, or critical zone, delivers an unblockable attack for higher damage. Going past the red area into the blue area delivers a weaker attack.

COMBO METER

For combo attacks the horizontal bar will be broken down into multiple "hit" sections, one for each hit of the combo. The strength of each strike in the combo is determined by the player's mastery to stop the icon in the appropriate spot. If one of the combo hits is performed after the icon goes past the red area of any section, the combo ends and not all the hits of the combo attack will be performed.

OTHER METERS

A variety of meters will accompany different kinds of skills, and certain skills have specific swing meters associated with them. The following provides descriptions of some of the other meters in Gladius.

Fast Button Meter: Press a sequence of buttons in the order shown as fast as possible to power an attack.

Status: Perform a hit in the critical zone to add a status (poison, stun and the like) to an attack.

Masher: Press two buttons as quickly as possible to power an attack.

Breakout: This is actually a defense tactic that is performed like the Masher. Used when a gladiator is being attacked with skills like Pulldown and Trample.

AFFINITY ATTACKS

BACKGROUND ON THE GODS

In the realm of Gladius there are six Affinity gods, four tied to the natural elements – Earth, Air, Fire, and Water – and two that were born from mankind's desires – the Light and Dark Affinities. Any character is able to benefit from the added power of the elemental Affinities during combat, but the Light and Dark Affinities are special, as they are more selective in who may wield their might.

AFFINITY POWER ATTACK

To use an Affinity power for offense costs offensive Affinity power. The current Affinity charge is shown beneath your Skill Point display. Each circle represents 20 Affinity Points. You gain offensive Affinity power by using an infused item to strike an opponent. For example, to accumulate Air Affinity points, you need to use a weapon aligned with the Air Affinity.

The items you have equipped determine the amount and elemental type of charge you gain. Mostly, your weapon will determine the amount of offensive charge you gain with each attack. Certain accessories, however, can add to your charge or even let you gain charge with an untyped weapon.

Earth (stun) /
Water (slow)

Fire (burn) /
Wind (freeze)

Light (blind) /
Dark (drain)

DEFENSE AGAINST AFFINITY ATTACKS

If you are equipped with an item that lets you gain defensive Affinity power, and you are attacked with a weapon that is charged with the same Affinity, you will take little or no damage. ☛ **NOTE:** Placing your cursor over another gladiator lets you see that gladiator's defensive Affinity type and current charge. Each point of defensive Affinity charge will cancel out a point of damage from an Affinity attack of the same type.

ACQUIRING DEFENSIVE AFFINITY CHARGE

Defensive charge is gained whenever you are attacked, if you have an item that is infused with defensive Affinity. The type of defensive power you gain can be determined in a few ways. First, you can acquire defensive charge based on all the infused items you have. For example, if all your defensive items (armor, shield, helm and accessory) are aligned with a Fire Affinity, you will accrue a Fire Affinity charge. Or, if you have items that are aligned with different Affinities, the defensive power you gain is determined by the item with the highest charge rate. For example, if your armor is infused with Air Affinity 6 and your shield is infused with a Water Affinity of 10, you will charge against your shield because its charge rate is greater. However, if two or more of your defensive items are infused with the same Affinity, the combined total of those infused items determines which Affinity charge you will gain. For example, if you have armor infused with Fire Affinity 6 and a shield infused with Earth Affinity 4 and a helm infused with Earth Affinity 3, you will charge Earth Affinity (4 + 3 = 7, which is greater than 6).

ABILITIES

GENERAL DESCRIPTION

Each gladiator has a set of specific attributes that governs his or her performance in the arena. These numbers increase as the character gains experience in the arena, making that character a more powerful warrior. Skills, items, and statuses do not directly affect abilities but are instead applied as modifiers to these abilities. In the world of Gladius, each gladiator has the following abilities:

HIT POINTS (HP): Tracks the amount of health left before a character is knocked out of combat.

DAMAGE (DAM): Shows how many points of damage this character delivers with unmodified basic attacks.

POWER (PWR): Determines how effectively a character deals damage with each attack.

ACCURACY (ACC): This is measured against your opponent's DEFENSE to determine the likelihood a character will land an attack.

DEFENSE (DEF): Measures how good a character is at avoiding or blocking incoming attacks.

INITIATIVE (INI): How quickly the character's turn comes up in the initiative stack.

CONSTITUTION (CON): A modifier that helps determine the amount of Hit Points (HP) a character has.

MOVE RATE (MOV): Determines how many squares a character can move and how quickly he traverses those squares.

SCHOOL

Building a gladiatorial school is the primary element of play in Gladius. A school is a collection of gladiators who train and fight together in the games. Your school begins with only two members, the hero and the sidekick (Valens/ Ludo or Ursula/ Urlan). As play progresses, you must add new warriors to your school to battle in other towns and arenas. Multiple menus are available at the School screen that enable you to view your

gladiators, read journal entries, see badges won by your school and access a list of enemies faced in battle. Additionally, you can check a complete list of statistics attributed to the entire school and see the Affinities possessed by each gladiator.

DEVELOPMENT

Gladius allows you to develop the gladiators in your school to reach peak fighting form. Select Gladiators from the School screen, and then choose the gladiator you want to customize from your available list to view and alter the following:

Equipment

From here you are able to view and/or equip your gladiator with items, including weapons, shields, armor, helmets and accessories. As you acquire items, they are placed in your inventory, which you can access from this screen. ☛ **NOTE:** Not every piece of equipment is useable by all classes. Only those items highlighted in white are available for use by the gladiator you are equipping. See **Items**, page 26, for more information.

Skills

When your characters "level up" as a result of gaining Experience Points (XP) after victorious battles, they receive Job Points (JP), which you can spend on new skills. Visit this screen between battles after your gladiator levels up to see how many JP you have and what new skills are available for purchase. In addition to regular attack skills, you can also buy Affinity-based skills. To use an Affinity skill the gladiator must be equipped with a weapon of the same Affinity.

HIDE

After purchasing a skill, you cannot "unlearn" it. However, if you find you aren't using a particular skill, you can "hide" the skill from appearing in your Skills Selection bar. When viewing a gladiator's skills (Available and Learned), press ➢on the directional buttons to choose the Learned column. Now, press ▲ or ▼ to select the skill you want to hide, and then press the ✖ button. If you wish to reactivate a hidden skill, repeat the process.

☛ **NOTE:** You cannot retrieve any JP once you spend it, so choose your skills wisely. It's recommended that you save a portion of your earned JP for later in the quest to buy more effective skills.

Customize
Select Customize to change the color of your gladiator's armor, clothing, skin or hair color.

Statistics
Select Statistics to find out how well a particular gladiator is performing overall. From here you can find out everything you need to know about your gladiator, which could influence whether you want to keep them in your school or not.

Expel
As you play through Gladius the size of your school increases. However, your school tier (Amateur, Semi-Pro and Professional) limits the number of recruits you can have at any given time. There may be instances where you need to acquire a particular gladiator for a special battle. If you have no more room left in your school, you will have to expel or dismiss one of your teammates. To do so, select Expel from the School screen and eliminate the gladiator of your choice. ☛ **NOTE:** You can return to the spot where you expelled a gladiator and re-add him or her to your school.

Questions
If you have questions about the game, you can probably find the answers here. There are five categories to select from: Battle, General, League, School and Shop.

JOURNAL
Your school's journal keeps a persistent account of all the stories and rumors you've heard throughout your adventure, as well as documenting all your school's quests. For your convenience, you are able to access these journal entries at any time in the school.

INFO SCREENS
In addition to your journal, you will find other helpful information about your school:

Badges
Enables you to view all the badges your school has earned so you can better track your progress.

Rogues Gallery
Allows you to view valuable information about all the enemies you have faced in battle.

Statistics
To find out how well your school is doing as a whole, you should access this screen. From here you can find out everything you need to know about your school's performance in battle. ☛ **NOTE:** This is different from the individual gladiator statistics.

Affinities
Displays all the gladiators in your school and the Affinities they are aligned with.

GLADIATOR CLASSES

Gladius is a class-based game. Overall, a gladiator's class determines what that character can do in battle. These classes give innate bonuses to certain classes when they face another type. And it also, in turn, puts certain characters at a disadvantage when facing the opposing class.

CLASS CATEGORIES
Classes are broken down into logical categories that allow for skills to affect a logical group of opponents. The core rock-paper-scissors relationship of the classes implies that Heavy gladiators have an advantage over Medium; Medium gladiators, in turn, have an advantage over Light; while Light gladiators have an advantage over Heavy gladiators. Here's how the classes breakdown.

Heavy
Centurion, Cyclops, Minotaur, Ogre, Samnite, Yeti

Medium
Ursula, Valens, Barbarian, Legionnaire, Murmillo, Undead Melee

Light
Bandit, Berserker, Dervish, Mongrel, Satyr, Secutor

Support
Amazon, Archer, Gungnir, Peltast

Arcane
Channeler, Galdr, Mongrel Shaman, Summoner, Undead Caster

Beast
Bear, Greater Bear, Greater Cat, Greater Wolf, Plains Cat, Scarab, Scorpion, Wolf

☛ **NOTE:** Support and Arcane are treated as Neutral gladiators. These units do not have an advantage or disadvantage against other classes.

ITEMS

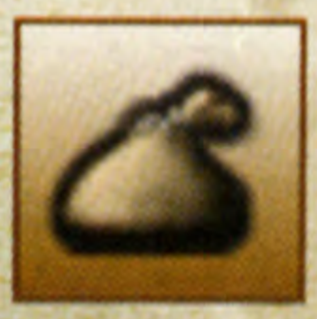
When you begin your adventure the gladiators in your school will be equipped with only the basic necessities. However, Gladius contains hundreds of useful items for you to acquire, either by purchasing at a town's shop or from a roaming vendor on the World Map, winning a battle, beating a league, or receiving as a reward for completing a quest. Items can affect offensive or defensive abilities, and certain rare items can grant a character skills for as long as the character wears or wields the item. The list of items is as follows:

Weapon
Swords, javelins, axes and the like. In some cases you will find weapons that are aligned with certain Affinities, making them even more powerful when used in conjunction with an Affinity attack.

Shield
These items are used for protection against enemy attacks, and are made out of a variety of materials and come in a variety of sizes. Most shields can be broken during attacks (and are gone forever), while others are indestructible.

Armor
These items come in various sizes and are made from a variety of materials.

Helmet
Like shields and armor, helmets come in many shapes and sizes. They can also be broken and lost forever like shields, when hit with special skills.



Accessory
Additional items made for all parts of the body. Some accessories are simple armbands made for protection in battle, while others, such as the Heirloom Pendant, keep the crowd from reacting negatively to one's actions.

☛ **NOTE:** Be aware that not all gladiators are able to equip every item in the game. There are many items that can only be used by a certain gladiator class. For example, a Bandit is unable to equip a Spiculum (plain javelin) as it is a weapon specifically made for the Gungnir and Peltast classes.

After a Purchase

When you buy an item for a specific gladiator, you are given the choice to equip the item after you make the purchase. If you want to equip the item immediately, select "Yes" when prompted.

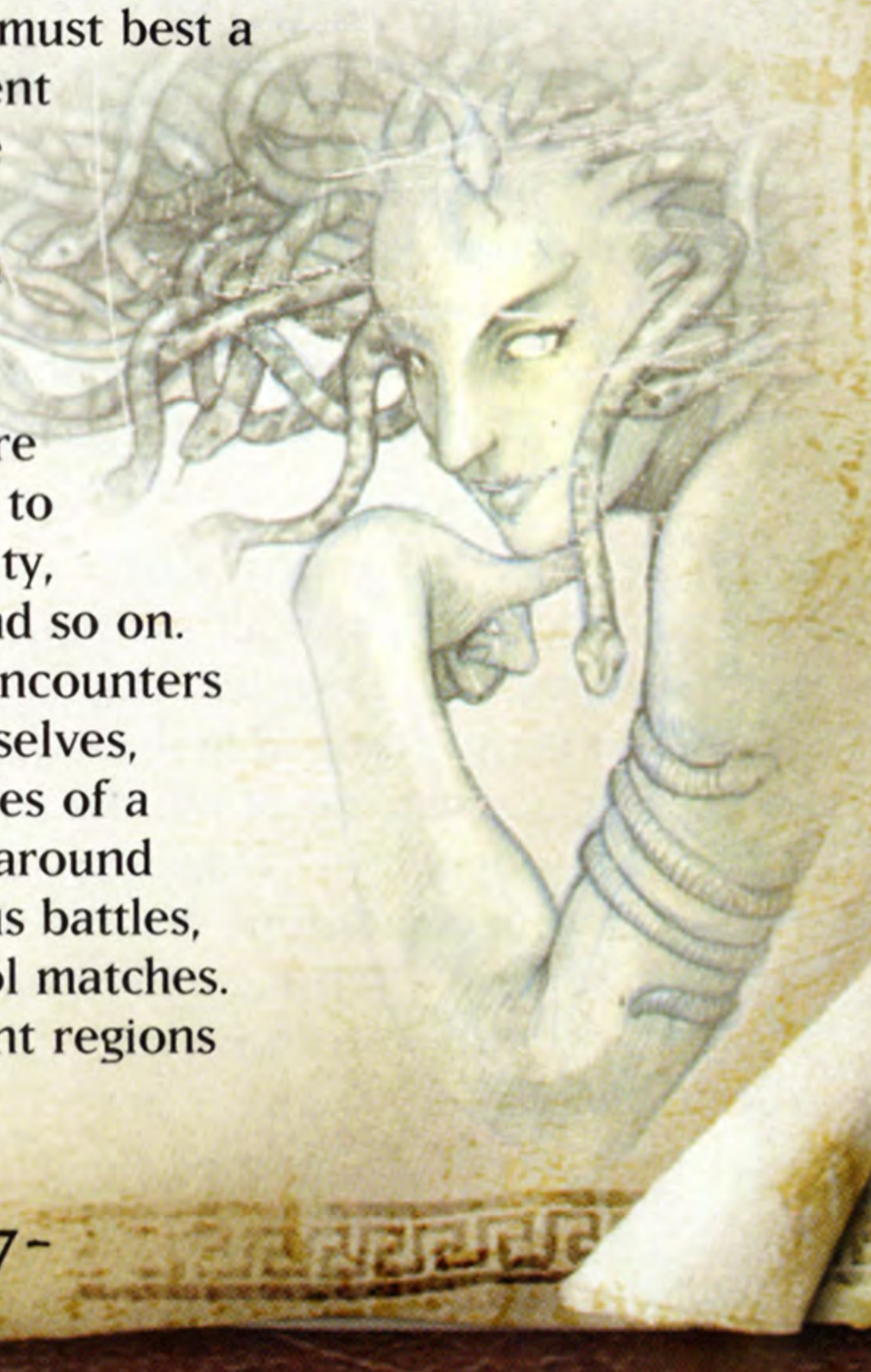
At the School Page

You can also equip your gladiator by selecting your school from the town's Title screen. See **School**, page 22, for more information.

LEAGUE OFFICE

To fight before the Emperor at the High Tournaments a school must prove itself worthy in all lands. In Gladius the games are held in four regions: Nordagh, Imperia, Windward Steppes, and the Southern Expanse. Towns in each of the territories have arenas that host battles. The arenas are overseen by a system of league offices at each location. The officer in charge helps guide schools through the myriad of battles available. The goals for the player are straightforward: prove yourself in each land by earning a certificate of completion from each arena there. Each location will have a number of leagues that host a number of battles, creating a tiered system. To beat a location you must win a certain number of leagues, and to defeat a league you must best a number of battles. The final requirement for finishing a location is to earn three badges that capture the unique flavor of the region. To create variety in each location the number of battles and leagues differs from town to town. To make it even more interesting, there are many different requirements for entry to a battle or league: class, level, popularity, gender, completion of other battles, and so on. A league makes its money by hosting encounters at the local arena. To distinguish themselves, leagues typically focus on hosting battles of a particular theme. Themes can revolve around gladiator classes, props, staged or circus battles, or even as a forum for school-to-school matches. Players will learn all about the different regions by the kinds of battles they host.

LEAGUE OFFICE



GAME PROGRESSION

Progressing through Gladius depends upon winning battles and tournaments, which begin at the town level and continue through each region, before reaching the final tournament in Caltha. At its core, Gladius uses a tier rating system to divide each school into a separate tier rank. As you begin your quest, your school is given an Amateur rating, meaning your gladiators are low-level fighters without much experience. As you begin winning battles and gaining experience points, your gladiators' level will start increasing, and they become much stronger. As your gladiators' level increases, they earn Job Points (see next page) that can be used to purchase skills, such as combo attacks and Affinity attacks. Additionally, as your school moves from region to region, its tier increases, making it stronger and able to challenge tougher opponents for even greater rewards. Also, as your school's tier increases, you are granted more slots to recruit additional gladiators to increase the size of your school.

☛ **NOTE:** To see detailed entrance requirements for a League battle, go to the League Office in any town and press the ▲ button.

TOURNAMENTS

To participate in tournaments, a school must first accrue the proper amount of League Points (Cups) and/or badges. The three types of tournaments are as follows:

Town League Tournament

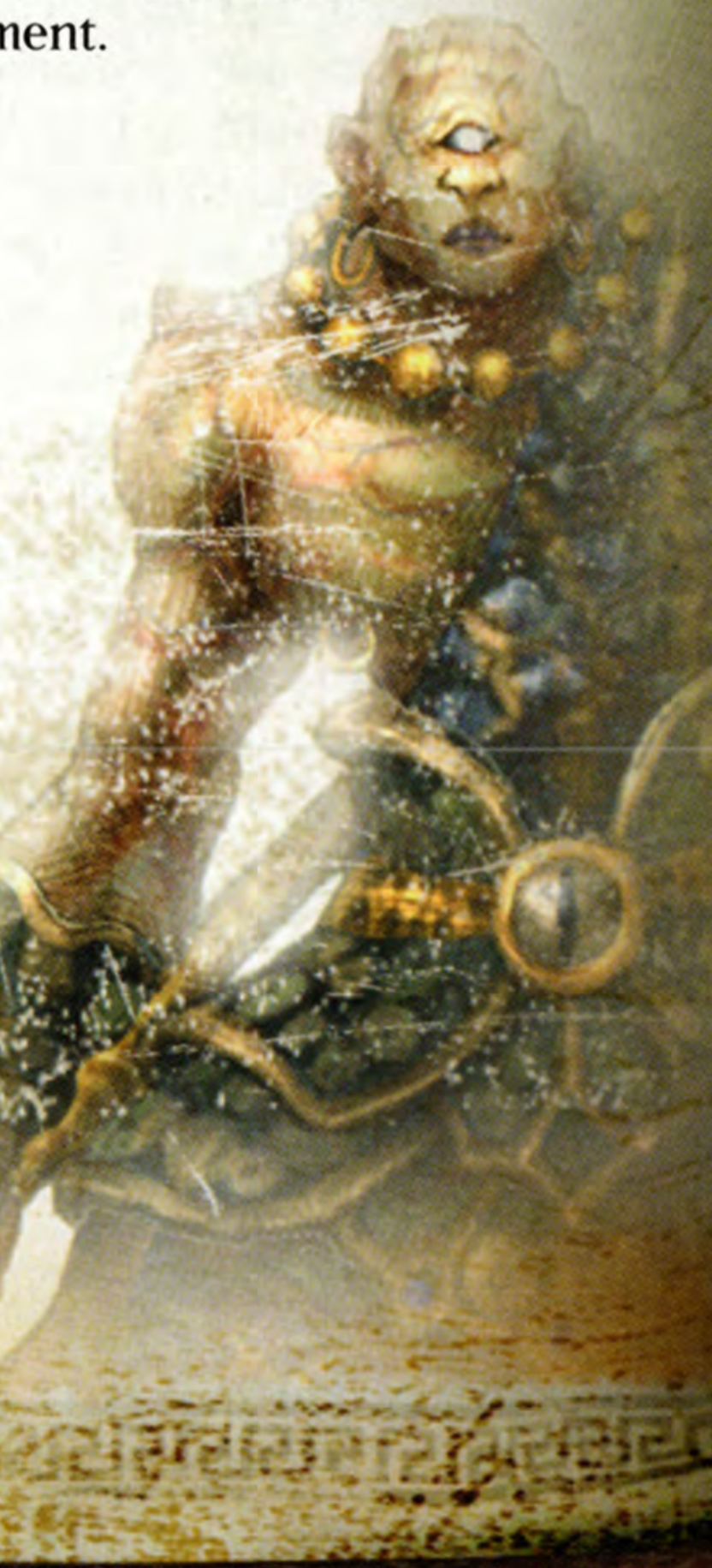
When a school has defeated the required amount of league battles within a town, it must beat the town tournament to earn their certificate for that specific town. Once the school wins all the town tournaments, it will be offered a chance to battle in the regional tournament.

Region League Tournament

After a school has defeated all the town tournaments within a region, and before it can move onto the next region, it must win the regional tournament. After winning all the regional tournaments, the school will be able to participate in the most prestigious tournament of all: The High League Tournament.

High League Tournament

When a school has won all the league battles, as well as the town and regional tournaments, it will be able to compete in the biggest tournament of all: the High League Tournament in Caltha. It is here that a school will attain its greatest glory, should it survive intense competitions against the most powerful schools the world has to offer.



POINT SYSTEM

Most aspects of battle and advancement in Gladius are based on various point systems. To reach your goal of becoming the most dominant school in the game, your gladiators must increase their level and develop their skills by earning Experience Points and Job Points. Additionally, to advance through the league and tournament systems, your school must accrue the right amount of Encounter Points, League Points and earn a percentage of popularity.

Experience Points (XP)

Your gladiators earn Experience Points (XP) after successfully winning and surviving battles. Since your entire school is graded on a tier system, it is necessary to rotate your fighting lineups for each battle. This way you are assured that all your gladiators will level up at a consistent pace and not inhibit your school's growth.

EXPERIENCE POINTS

☛ **NOTE:** Gladiators who aren't participating in battle still receive a small share of XP earned after the fight is over. However, it is still wise to rotate your fighting lineup from battle to battle.

Job Points (JP)

After your gladiator has leveled up, he/she will receive a proportional amount of Job Points that you can use to "purchase" new skills, such as combo attacks and Affinity attacks. After your gladiator levels up, proceed to the School screen and spend your JP to buy more advanced skills.

Encounter Points (EP)

Each league battle in Gladius is worth a certain number of Encounter Points (shown as a yellow tally mark next to the battle description on the League page). These points are awarded to a school after they are victorious in battle. Once your school has accrued the required amount of EP, it will be awarded League Points (Cups).

League Points (LP)

When a school completes a league, it is awarded a number of League Points (Cups). Before a school can participate in any tournaments, it must first accrue the required amount of LP, which are in addition to other prerequisites such as badges, school tier, and so on.

POPULARITY

A school's popularity is tracked on a location-by-location basis, rising as you win challenges in each arena. In many areas of Gladius popularity is used to determine the availability of items, recruits and leagues. For example, there are some league battles that require your school to achieve a set popularity percentage within a town before you can participate. You can view your school's current popularity in any given town at the League Office, where it's represented with a blue gem (see **Gameplay Icons**, page 32) and a percentage value of the total popularity earned in that location.
☛ **NOTE:** The onscreen crowd meter helps determine the popularity of your school.

RECRUITS

RECRUITS

As you build your school it will be necessary to recruit other warriors to not only increase the size of your school, but to meet requirements for battle. As most league battles impose certain requirements that participants (schools) must meet, such as having gladiators of a particular class, level or gender, if you do not meet the base requirements, you will be unable to compete. The recruiting system in the game is tailored to meet your fighting strategies. You have the option to either rent gladiators for certain battles or to outright buy their loyalty to your school. The cost of doing battle is fairly minimal if you simply want to purchase a gladiator for a single use, while recruiting a warrior for your school full-time will cost significantly more. Be aware that all rented gladiators will behave as NPC combatants: while they will fight for your side during the upcoming battle, you will not have direct control over their actions. It's important to know that you can expel gladiators you have recruited to make room for needed gladiators. ☛ **NOTE:** As your school grows, more slots will become available to you, enabling you to add up to 20 gladiators total.

SHOP

Every town in Gladius has a shop where you can go to purchase equipment for your gladiators, including weapons, shields, armor, helmets and accessories, as well as to hear the latest gossip or news, or to sell items in your school's inventory.

SHOP

PURCHASE

To purchase an item, select a gladiator, and then select one of his or her slots, such as Weapons, to view a list of items. Depending upon the class (Barbarian, Bandit, Gungnir), only a select amount of items will be available for purchase. These items appear in bold white. Once you've highlighted an item you are interested in, its image and name will appear. To see a more in-depth description about the item, press the ▲ button. ☛ **NOTE:** You can view descriptions for any item in the list, regardless if your chosen gladiator can purchase the item or not.

When viewing an item you may notice your attributes in selected categories changing positively (green) or negatively (red). For example, the values for your gladiator's Damage (DAM) and Accuracy (ACC) might fluctuate as you scroll over various weapons (to see exactly how particular attributes are modified, press the ■ button while viewing the selected item). Depending upon the gladiator and their intended role in your school, you may choose to purchase a weapon that lowers their Accuracy, but increases their Damage. Another factor to consider is if the weapon enhances any of that gladiator's Affinity attacks. Using Affinity attacks while using weapons that draw power from the same Affinity will potentially mean even greater damage dealt toward your opponent. ☛ **NOTE:** Shops will change their inventories from day to day, and may even change their prices for items depending on your school's popularity, the gladiators in your school and how many quests you have completed. Be sure to visit shops upon your arrival to and before departure from any town.

RUMORS

In most cases you'll have the option to talk with the shopkeeper about recent events, to hear gossip, or to learn about the history surrounding the town and even the arena itself. A transcript of what you have heard is accessible through the Journal portion of your character's customization page.

QUESTS

While in the shop, you may also learn about various quests your school can embark upon. In addition to providing a break from

the grueling league battles, quests allow players to battle enemies located within the world to obtain unique items, acquire information you would otherwise not know by simply competing in an arena, and receive pricing discounts on items within the shop.

SELL

In addition to buying new items for the gladiators in your school, you can also sell items from your inventory. To sell an item, press the ■ button while at the Main Shop screen to access your school's inventory. Press the directional buttons ▲ or ▼ to select the appropriate equipment slot/item, and then press the ✖ button. Next, select the item you wish to sell and press the ✖ button again.

SELL

GAMEPLAY ICONS

While playing through Gladius you will notice various icons within certain menus and charts. Below is a list of icons you should become familiar with.

Accessories

Rating

Day meter

Current experience points

Experience points needed for next level

Badge/certificate

Job points

Level

Dinari (money)

School popularity

School tier (amateur)

School tier (semi-pro)

School tier (pro)

Accuracy

MULTIPLAYER

Gladius features two multiplayer modes, Co-op and Versus, with each supporting two players.

CO-OP

Gladius' Co-op mode enables two players to participate in the Story mode and play through the game fighting side by side. Player one is the main person in charge of initializing all the movement made by the school, including navigating the World Map and manipulating the menu screens. Once player one has initiated a battle in one of the arenas or the school is attacked during a random encounter, the other player may then join in by pressing the **START** button on his or her respective controllers at the character-selection screen. Beginning with player one, each person will pick one gladiator at a time until all the slots in the gladiator queue are full. Depending on the battle and the controller you are using, it is possible to control more than one gladiator during a contest. If either player wishes to reselect their gladiators, press the ● button to return to the previous screen.

Once the combatants are chosen, each player will then place their gladiator(s) on the arena grid and battle as normal. Upon completion of a battle, all gladiators will receive the appropriate XP, and the school will receive any prizes or awards.

VERSUS

This mode enables two players to compete in a one-time battle. To begin, select Versus from the Main Menu screen. At the following screen player one will be prompted to load their school from the memory card inserted into MEMORY CARD slot 1 or MEMORY CARD slot 2, and then player two. Next, player one will select an arena from the available list. Once the arena is chosen each player will simultaneously place his or her gladiators onto the arena grid, and then proceed to battle as normal. Please note that in Versus mode you will not receive any prizes, awards or XP after the winner is declared. ☛ **NOTE:** You can only access Versus mode after your school has progressed to Chapter Two in the Story mode.

NOTES

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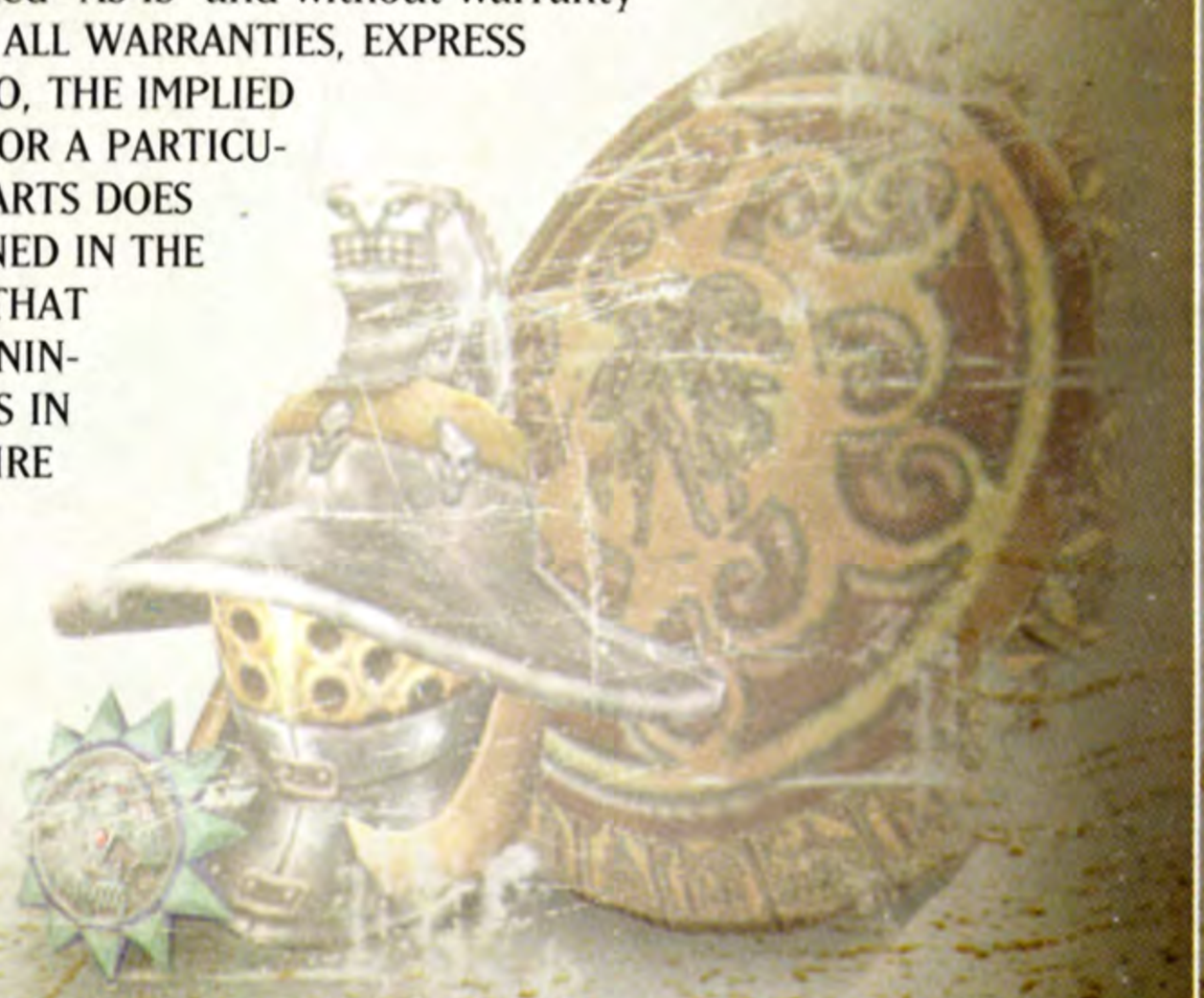

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